INSIDE IMAGE
MAY 1994
ISSUE #15

STORMWATCH™

"GLIMPSES OF A DARK FUTURE"

PROPHET GOES S.PLATT???

PROPHET IS ™ AND © ROB LIEFELD 1994

INSIDE IMAGE

ARTICLE:

STORMWATCH #25 P.2-4

TITLES FROM MAY 1994:

STORMWATCH #25 P. 5
SHADOWHAWK GALLERY #1 P. 6
KINDRED #3 P. 7
CODENAME: STRYKE FORCE #4 P. 8
DEATHBLOW #5 P. 9
PROPHET #7 P. 10
MAXX #9 P. 11
WILDC.A.T.S #11 P. 12
SUPREME #25 P. 13
BLOODSTRIKE #25 P. 14

ASK IMAGE P. 16

Editor: Tony Lobito
Asst. Editor:
Kelly Van Landingham
Art Director:
Doug Griffith
Production:
Kenny Felix

Inside Image is published monthly by Image Comics, P. O. Box 25468, Anaheim, CA 92825.

STORMWATCH™ is trademark and copyright© 1994 WildStorm Productions.
SHADOWHAWK™ is trademark and copright©1994 Jim Valentino.
KINDRED™ is trademark and copyright© 1994 WildStorm Productions.
CODENAME: STRYKE FORCE™ is trademark and copyright© 1994 Top Cow Productions.
DEATHBLOW™ is trademark and copyright© 1994 WildStorm Productions.
PROPHET™ is trademark and copyright©1994 Rob Liefeld.
THE MAXX™ is trademark and copyright©1994 Sam Kieth.
WILDC.A.T.S™ is trademark and copyright© 1994 WildStorm Productions.
SUPREME™ is trademark and copyright©1994 Rob Liefeld.
BLOODSTRIKE™ is trademark and copyright©1994 Rob Liefeld.

IMAGE™ logo is copyright© and trademark Image Comics 1994.

Cover Illustration: Created by Jim Lee; Pencils by Scott Clark; Inks by Trevor Scott; Colors by Joe Chiodo

NOT ALL SOLICITATION ARTWORK ARE ACTUAL COVERS.

STORMWATCH 25

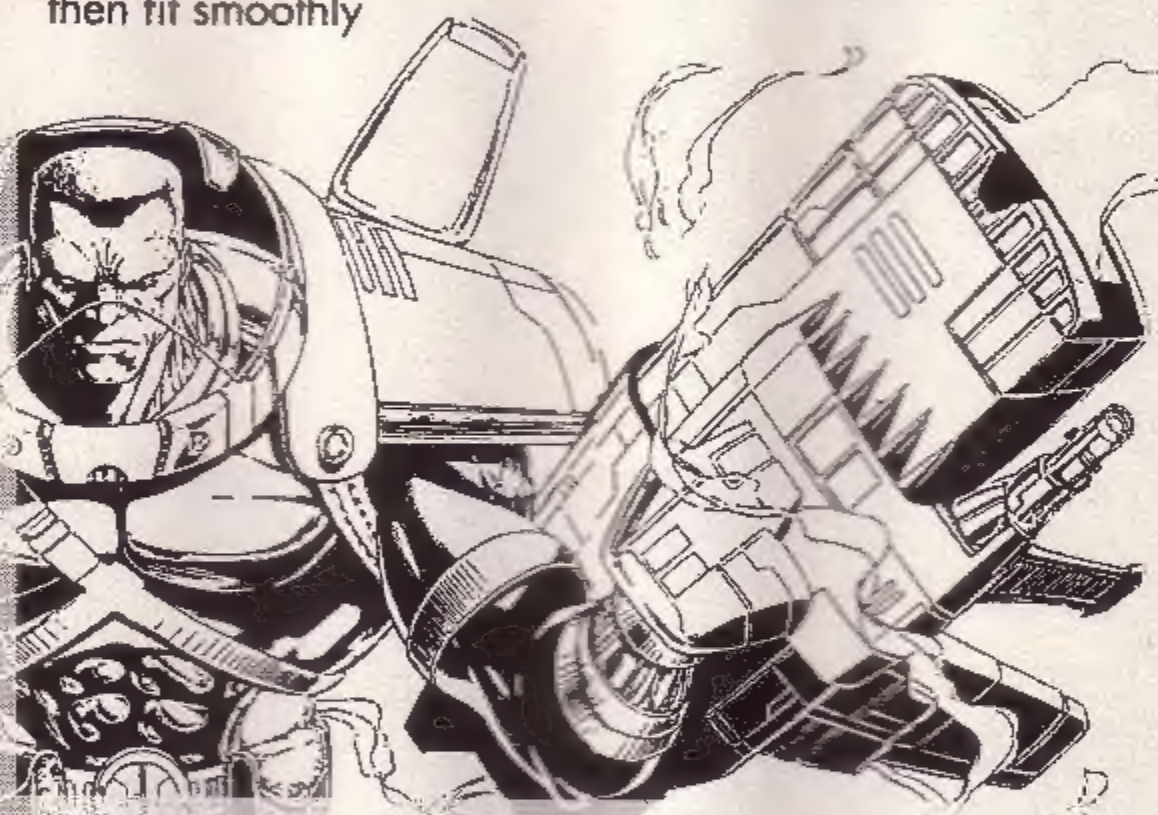
"GLIMPSES OF A DARK FUTURE"

by
Jeff Mariotte

Battalion dead — or is he? Sky Watch in flaming wreckage on the ground. A new Weatherman at the controls — and wait till you see who it is! A beaten, battered *StormWatch*, mourning the loss of a cherished member, fighting their last battle against an enemy they can't hope to vanquish.

A lot of changes, sure, but *StormWatch #25* is more than a year away, right? Wrong! *StormWatch #25* ships in May, a month after *StormWatch* #9. What gives?

As part of the Image Comics "Images of Tomorrow" series, *StormWatch #25* will be shipping early — a year and a half early. The cataclysmic events chronicled in *#25* will rock the very foundations of the team — but after *#25*, *StormWatch* will continue with #10, and fans will have to follow the series closely to see everything that leads up to the dismal state of affairs they've already seen in *#25*. By the time #24 is out, readers will see that there has been a logical progression to this point, and *#25* will then fit smoothly into the book's continuity.



Battalion, who will die at some point between issue #9 and #25, has been brought into the future to do battle against Despot, a mysterious, powerful enemy. The rest of *StormWatch* — what remains of it, anyway, is commanded by Spartan, who led the WildC.A.T.s when there was still a WildC.A.T.s to lead. Synergy has taken over Weatherman One's rank and headgear. Fuji is encased in tough, bulky armor, one leg withered from a puncture to his suit and the resulting loss of energy/mass. And these are the team members in good shape. The only one who seems to know anything about what's going on is a mysterious figure called Timespan — and he's not telling.

StormWatch #25 will be illustrated by the popular team of Scott Clark on pencils and Trevor Scott on inks, but the script is the work of a new writer to the WildStorm Productions fold, Steve Seagle. Seagle's

work will be familiar to fans of *Sandman Mystery Theatre* and *Grendel*, but, as he puts it, "I'm fairly new to superhero comics and was intimidated, actually, by the Image books because they're stylistically a bit of a departure from what I've done. But the bit was so good, to jump a year into the future and see what had happened to these people, and then to try to make the series come full circle to that, that it was irresistible."

Seagle's reputation, among fans and other professionals, is that of a solid writer, a careful craftsman who builds tightly structured stories with the care others might put into building a house. His approach to *StormWatch* is the same as his approach to any book would be: to do the best work he can, given the particulars of the source material. "I start off looking at the form of the story," Seagle says. "Then I put the story into the form that I like, as opposed to coming up with a plot and then saying, 'What do I need to make this plot work?' "

For *StormWatch #25*, Seagle says the structure came pretty easily. The story is one of time travel, of Battalion being cast into his own future, so the entry point to the story is Battalion himself. The whole story is told from Battalion's point of view, seeing what he sees, feeling what he feels, as he observes what Seagle calls, "...some pretty grisly events. I structured him and gave it a narrative track set inside his head and then just let the chaos fly around him."

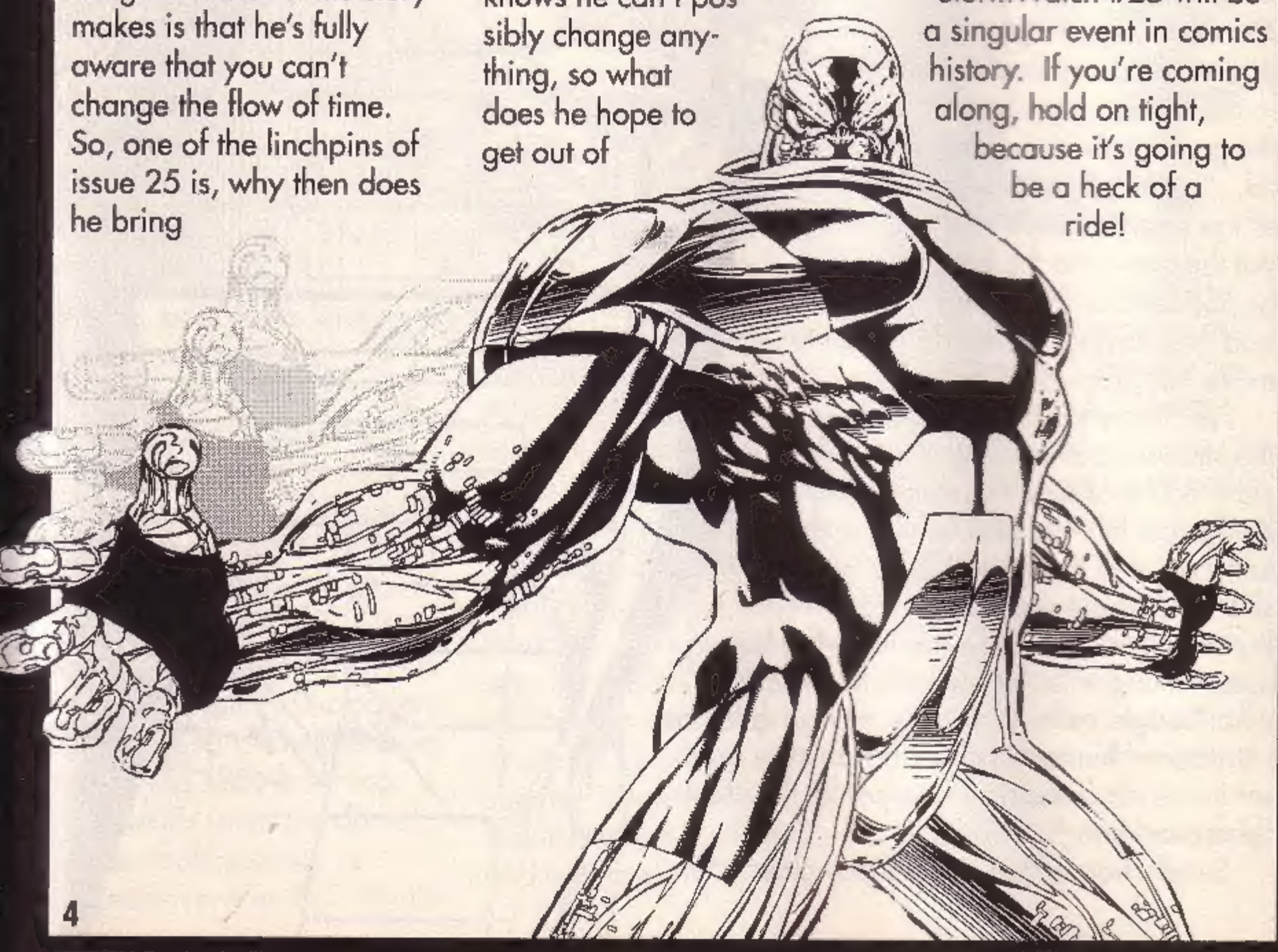
Seagle hopes that readers pay close atten-

tion, because most of the story will not be explained in this one issue. The readers will only know what Battalion does, and that isn't very much at this point. With issue 10, he'll be returned to the present, but he will retain the memory of everything that happened to him in issue 25. He knows he's going to die soon, but he doesn't know when or how. He knows the terrible fates that await many of his team members, but he can't do anything to alter them. Seagle says, "One of the points that the time-traveling character in the story makes is that he's fully aware that you can't change the flow of time. So, one of the linchpins of issue 25 is, why then does he bring

Battalion to the future? He knows he can't possibly change anything, so what does he hope to get out of it? The issue ends in a very negative manner for *StormWatch*, and probably the whole planet. So, Battalion will wonder what it is he's supposed to take away from it."

Seagle admits to being pleased that the original *StormWatch* art team of Scott Clark and Trevor Scott is working on *StormWatch #25*. This is such a crucial issue, setting the course, as it were, for at least the next 15 months of *StormWatch*, that he feels that it is important to have the definitive *StormWatch* team do the art honors.

StormWatch #25 will be a singular event in comics history. If you're coming along, hold on tight, because it's going to be a heck of a ride!



STORMWATCH #25

$2.50
Color.
Seagle /Clark

IMAGES OF TOMORROW: Appearing 15 months early, issue 25 showcases a dire future in which the remnants of StormWatch wage a desperate battle with the WarGuard and their near omni-potent leader, Despot. Only Battalion, wrenched from the present by the mysterious Traveler, TimeSpan, has any hope of defeating the man who will become StormWatch's greatest foe. Shipping between issues 9 and 10, StormWatch #25 actually chronicles the events of next year and will fit seamlessly between issues 24 and 26 when they ship in 1995.

SHADOWHAWK GALLERY

$1.95
Color.
Various Hot Artists

Hot on the heels of the red-hot, Images of Shadowhawk Trading Cards set comes one of the most popular features in the Shadowhawk series - The Shadowhawk Gallery! Different interpretations of Image's favorite vigilante as drawn by fan favorite artists including Mark Texeira, Malcolm Davis, Walter McDaniel, Mike Allred, Larry Stroman and many more! Plus an all new 6 page Shadowhawk story by Jim Valentino that bridges the third and fourth story arcs!! Includes pull-out center poster.

SHADOWHAWK™

KINDRED #3

$1.95
Color.
Lee/Choi/Booth/Ruffner
(S) Booth (P)

CONTINUING THE GRIFTER/BACKLASH MINISERIES! Captured and accused of crime against the Kindred, Backlash and Lynch must face one another in a death-duel to prove their innocence. And while the two former teammates struggle for survival, Grifter awaits his own fate, jungle-style. Plus - the shocking secret tying the Kindred to Backlash, Grifter, Lynch and Team 7 is revealed.
**The third of our four special coupons is included with this issue. Collect all 4 coupons to redeem them for a Jim Lee Grifter/Backlash print.

CODENAME: STRYKE FORCE #4

(RE-SOLICITATION)

$1.95
Color.
Silvestri/Peterson/Chiodo

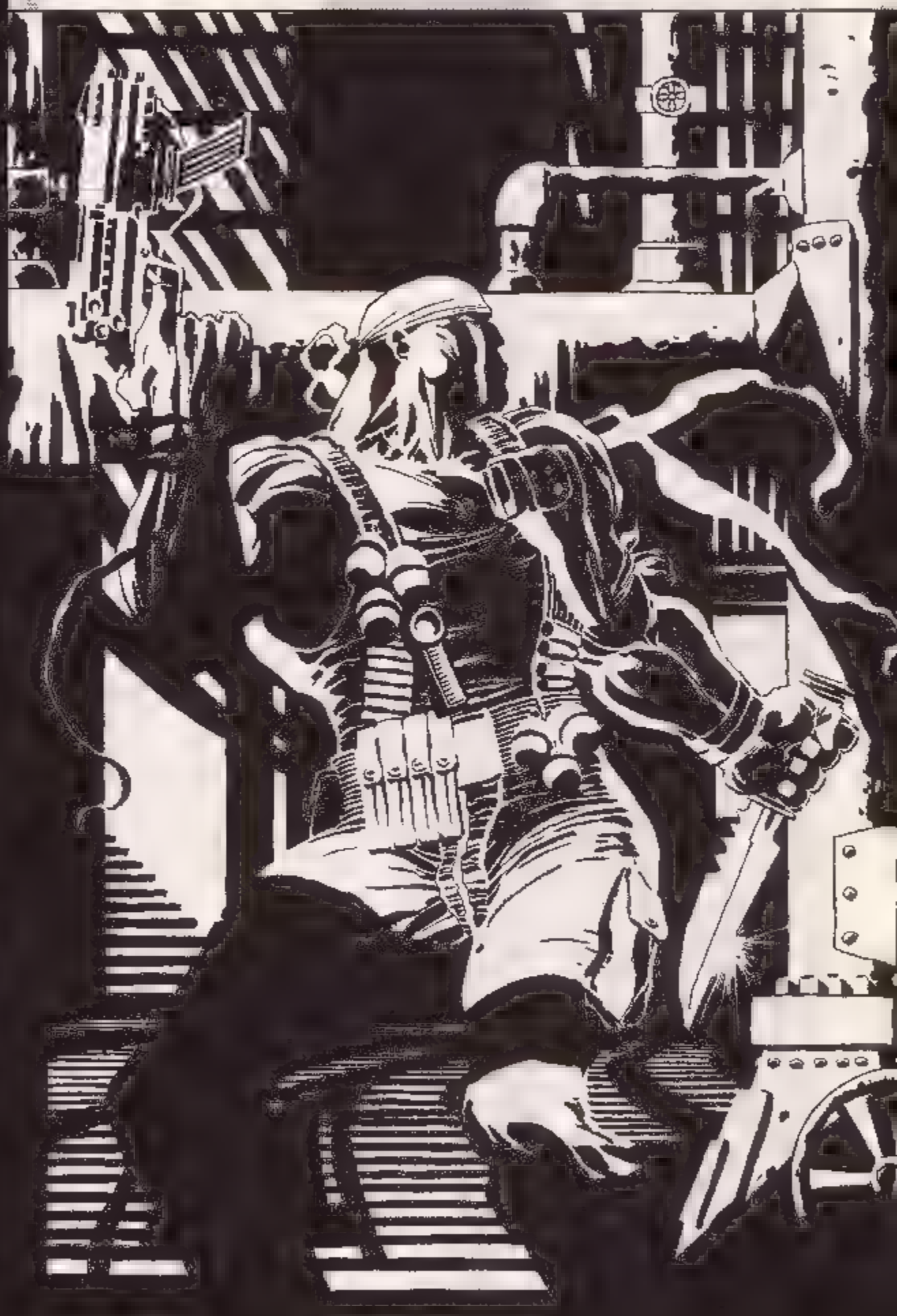
Guest starring Jim Lee's STORMWATCH!
This issue marks the beginning of a new story arc for Codename: Stryke Force. When a StormWatch agent is mysteriously murdered by an apparent double-agent operating on the inside, Weatherman-One must look outside of the agency to find the culprit. Who does he hire? None other than Major Stryker and his team, who suddenly become the newest and strangest members of StormWatch!

DEATHBLOW #5

DEATHBLOW™

$1.95
Color:
Lee/Choi/Sale

FULL-LENGTH DEATHBLOW ACTION! Michael Cray's world begins to fall apart as he learns that the growth in his head is spreading and his time is almost up. The rest of the world seems to be falling apart, too, as a serial killer stalks the East Coast, reports come in of a child performing miracles in Philadelphia, the Vatican responds to last issue's destruction of Purgatory, and the Black Angel begins his assault on the Order of the Cross! Can even Deathblow's first full-length adventure contain this much excitement?



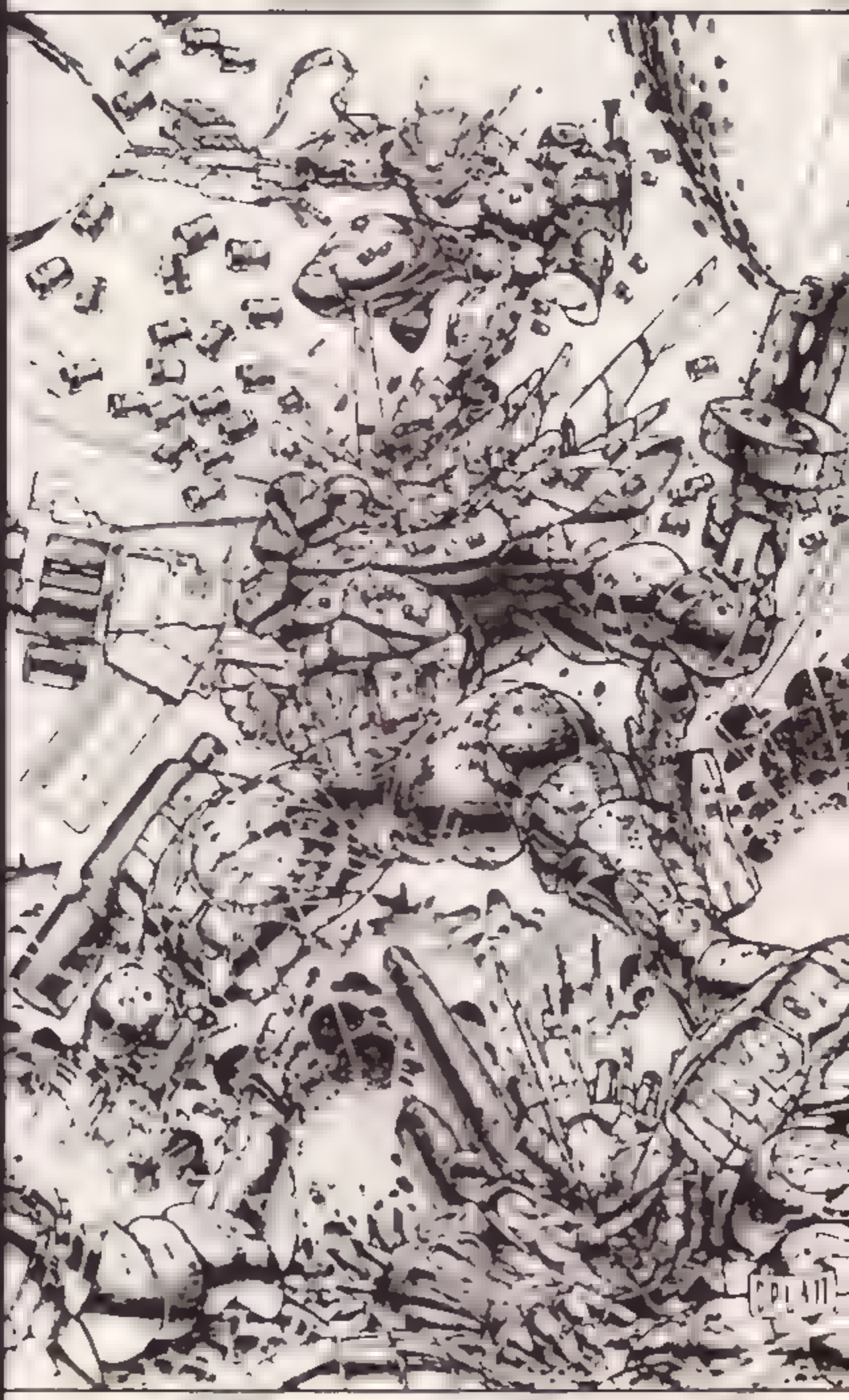
PROPHET

PROPHET
#7

$1.95

Colour:
Rob Liefeld (S) and
Stephen Platt (P)

The transformation of Prophet begins as Prophet is transformed by [illegible] is dealt with by the very present danger of the Disciples. Prophet, Kibo and the rogue Disciple D.S. 9 take it on the lam as they are now hunted by the U.S. government. Rob Liefeld and Stephen Platt continue to blow down all walls of the most talked about series of '94!

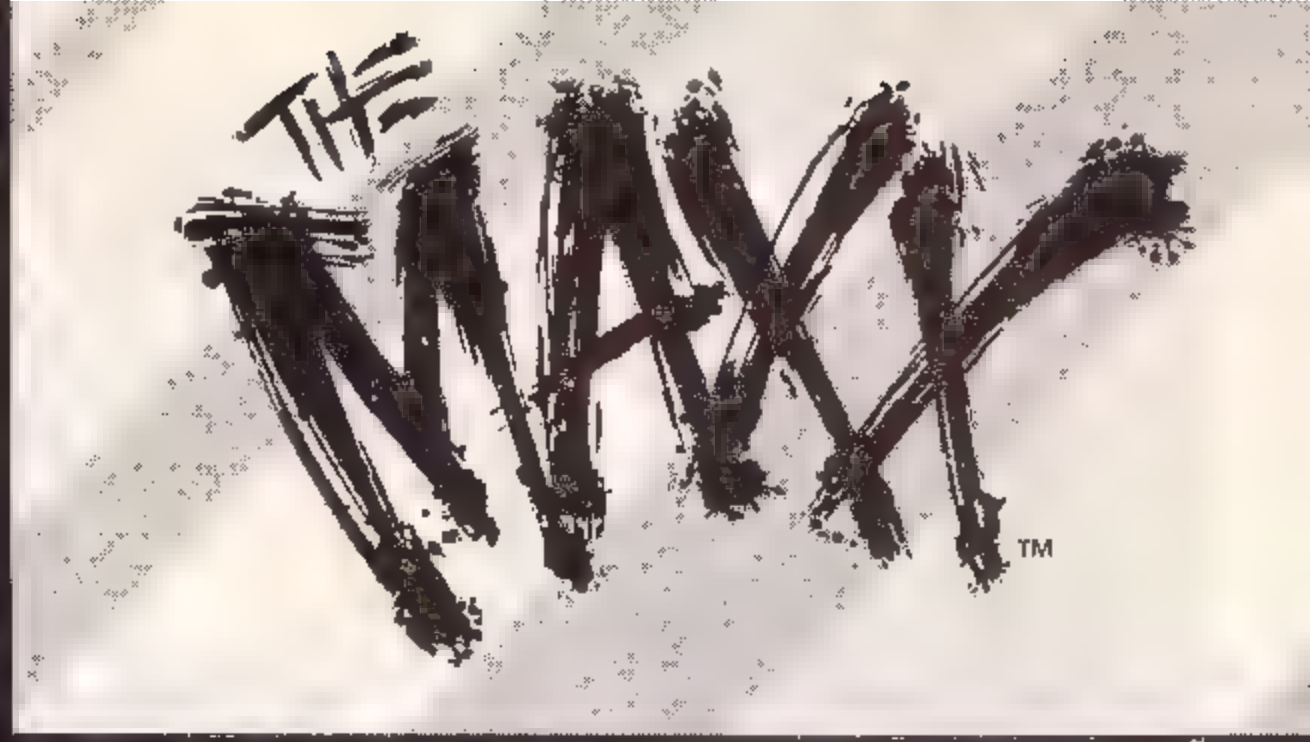


THE MAXX #9

(RE-SOLICITATION)

$1.95
Color, Kieth

Mr. Gone recounts details of his gruesome past which illuminate some hidden skeletons in Maxx and Julia's collective closets (It's O.K. Bill will help me write the book!)



WILDC.A.T.S

#11

$2.50
Color.
Claremont/Lee

STORY BY CHRIS CLAREMONT. With the WildC.A.T.s controlled by the millennia-old evil of Tapestry, the weaver of fates, Zealot must turn to past allies for help in freeing them. Introducing Zealot's sister, Savant, her former lover, Soldier, and the forgotten Kherubim Lord, Mr. Majestic. PART 2 OF THE 3 PART CROSSOVER WITH CHRIS CLAREMONT'S HUNTSMAN.

SUPREME #25

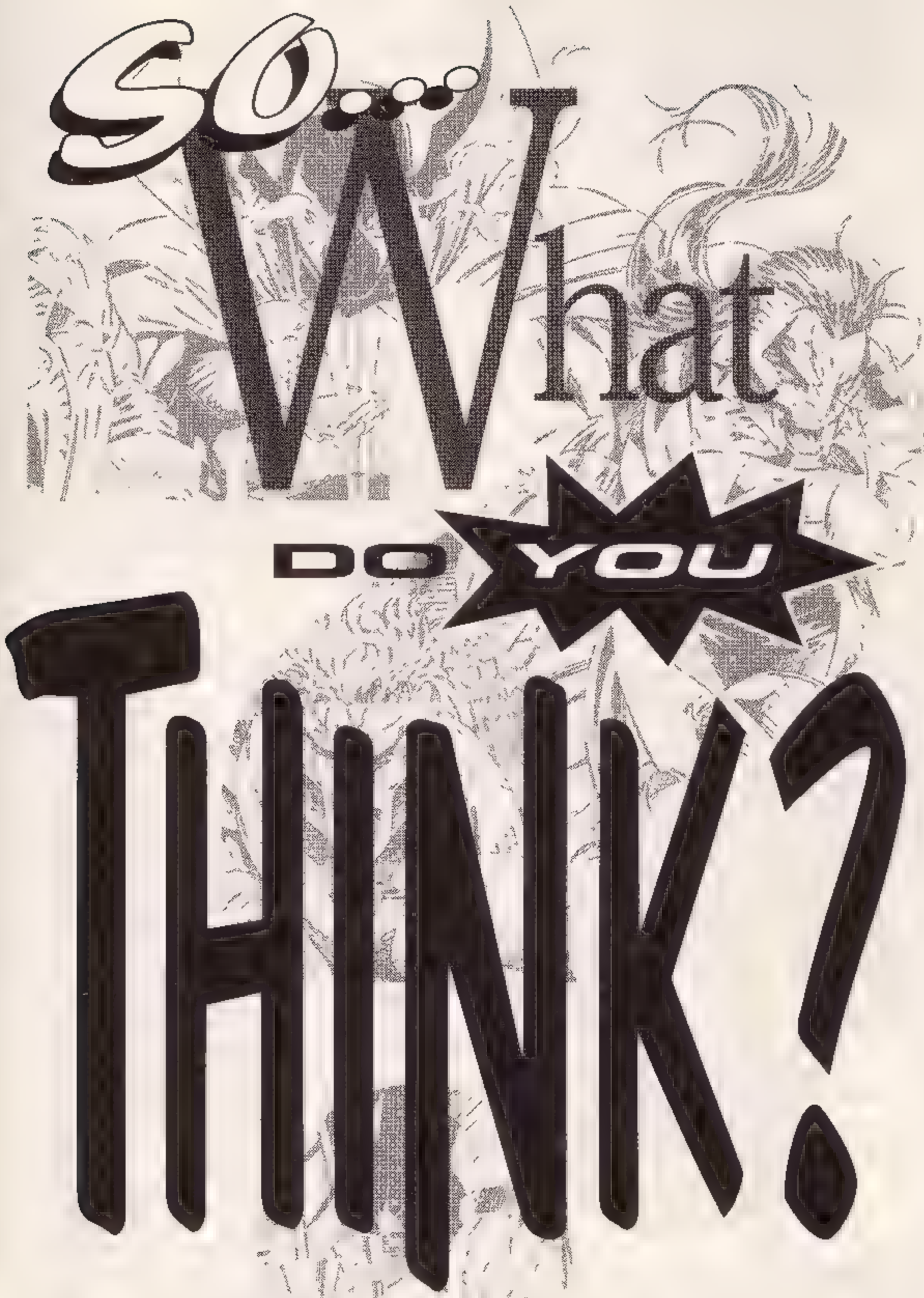
$1.95
Color.
Extreme Studios

IMAGES OF TOMORROW: The warning of the Starguard from Supreme #7 has come to pass. Supreme is joined by the Starguard as they confront Supreme's deadliest enemy, himself! This issue is part of Images of Tomorrow, where Image jumps ahead and shows revelations of things to come. Not a hoax, folks, the regular sequential numbering will return next month. Find out the secrets of where your favorite comic will be 9 months from now!

BLOODSTRIKE #25

$1.95
Color
Extreme Studios

IMAGES OF TOMORROW
In the wake of the discovery of the Katellan outpost in Arizona, Combat must join with Pilot to lead the rest of the Bloodstrike team into the fray and stop the Katellans before their mother ship reaches Earth. Get a first glimpse at Bloodstrike's new line up... guest starring Photon and Combat! With his descent into hell complete, Chapel returns to the pages of Bloodstrike from his mini-series and you won't believe what surprises are in store! This issue is part of Images of Tomorrow, where image jumps ahead and shows revelations of things to come. Not a hoax, folks, the regular sequential numbering will return next month. Find out the secrets of where your favorite comic will be 14 months from now!



LET US KNOW WHAT YOU THINK OF INSIDE IMAGE AND HOW *YOU* WOULD LIKE TO SEE IT IMPROVE!

ASK IMAGE

C/O Image Comics, P.O. Box 25468
Anaheim, California 92825

We'd like to hear your suggestions for Inside Image. What do you think about:

- ❒ articles / topics of interest
- ❒ reader participation / contests
- ❒ availability / subscriptions
- ❒ format / quality
- ❒ price

Send us your suggestions and we'll send you a surprise. Thanks!

Dear Ask Image,

My name is Adrian Rodriguez and I am a great admirer of all the Image titles that I have read so far. I started collecting Image titles last year, in 1993, beginning my collection with Spawn #2. Since then, my collection has also begun to *Spawn* (heh-heh!)

But, getting to the dark side of this letter, I have a complaint. I am a person that collects Image titles for the joy of collecting. It's quite annoying to walk into a comic book shop here in Australia and see good comics at incredibly high prices. Now, I know that they must change the prices from the U.S. dollar to the Australian dollar, but even so, and this I quote from Joe Amato's letter in issue #7, "It's frustrating for a true comic collector like myself to see these greedy comic store owners take the "freebie" you give them (like special gold or glowing issues, etc.) and sell them for outrageous prices." Even though back here in Australia they change their currency, they add a huge profit for themselves. If there is anything you can do for me and true collectors around the globe, please do it quick.

Adrian Rodriguez
Melbourne, Australia

You know, Adrian, collecting can be a funny thing. Some people will stop at nothing to obtain a collectible while others have limited resources and can only hope to own the same book. For those in the second category, it's frustrating to see high priced books on the market always out of their reach. For this we are sorry. However, at the same time, we simply cannot dictate to comic book retailers how much to charge. We print a price on each book and, now and then, print limited editions for promotional purposes. If a store chooses to hold out for more, that is their prerogative. Here's what we can do. When comic book stores are planning to give (key word - give) special books to their customers or to donate books to charity auctions, we send them the books for free and inform them that each book must be accounted for. We send them forms to fill out. If the forms are not returned, that store is disallowed any other free giveaways. This is the only thing we can do to increase your chances of obtaining a special book. Hopefully, your local store owner will realize that by treating you with respect, you will be a loyal customer. Thanks for your letter.

Dear Ask Image,

Youngblood is great. It and the WildC.A.T.s are my favorite. I love Diehard and PsiFire. I especially like the away team. Whatever happened to Link from Youngblood #0? Will Youngblood ever get new members?

Bryan Fletcher
Lawtey, Florida

Hey Brian, did you know that your favorite Youngblood characters are working hard on their own animation series right now? They're soon-to-be big Hollywood stars. We'll have to keep an eye on the superheroes to make sure they don't get super egos. It looks like Link is planning on making a future appearance. When Rob Liefeld returns to Youngblood, in June, you'll hear more about Link. And, the Youngblood team will probably pick up some new members down the road. We'll have to wait and see.

CYBER FORCE™

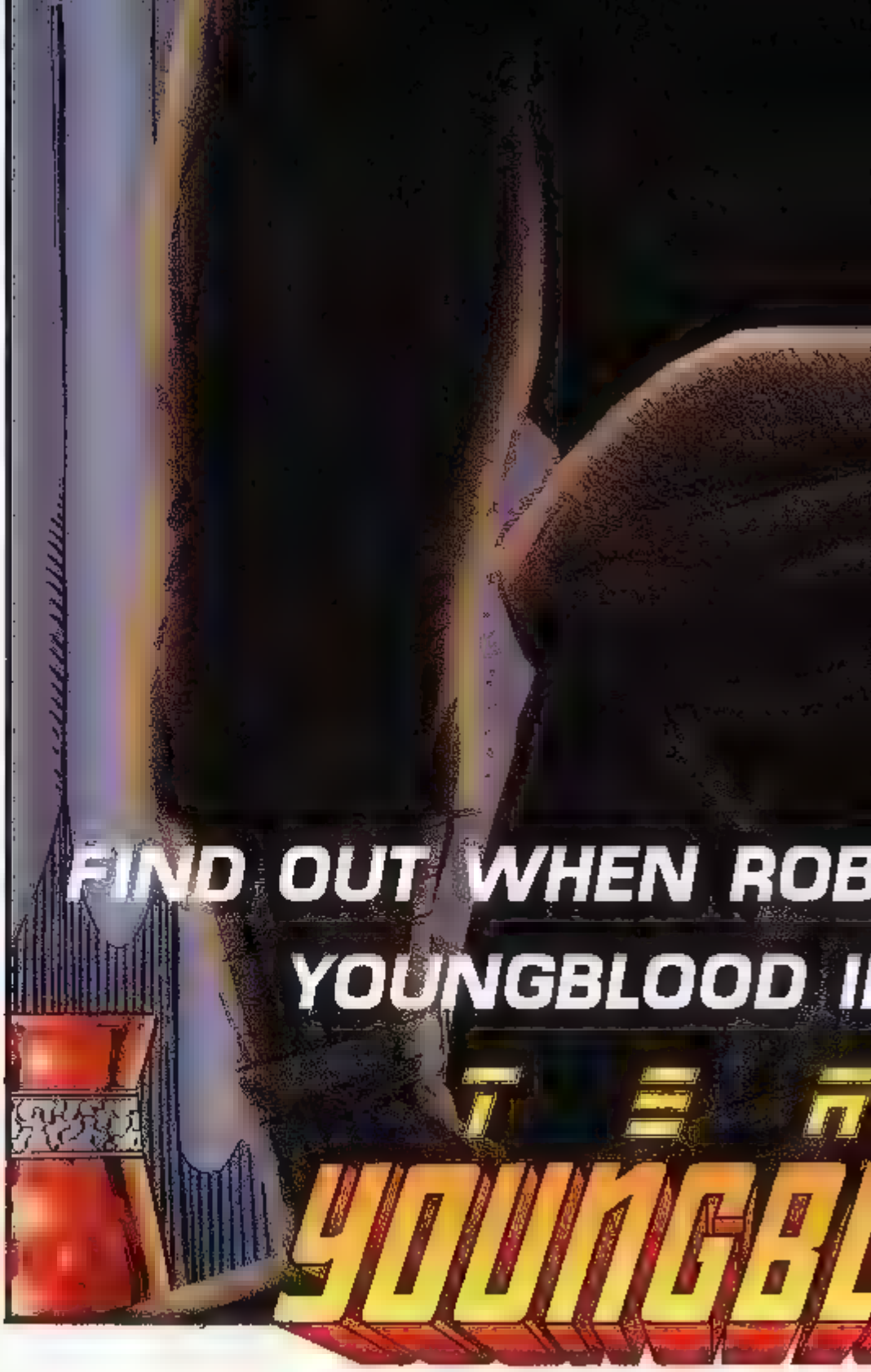
AND IT'S AN ONGOING SERIES!

BROUGHT TO YOU BY IMAGE COMICS

WHAT'S H
TO YO

APPENED
OUNGBLOOD ?

YOUNGBLOOD AND TEA



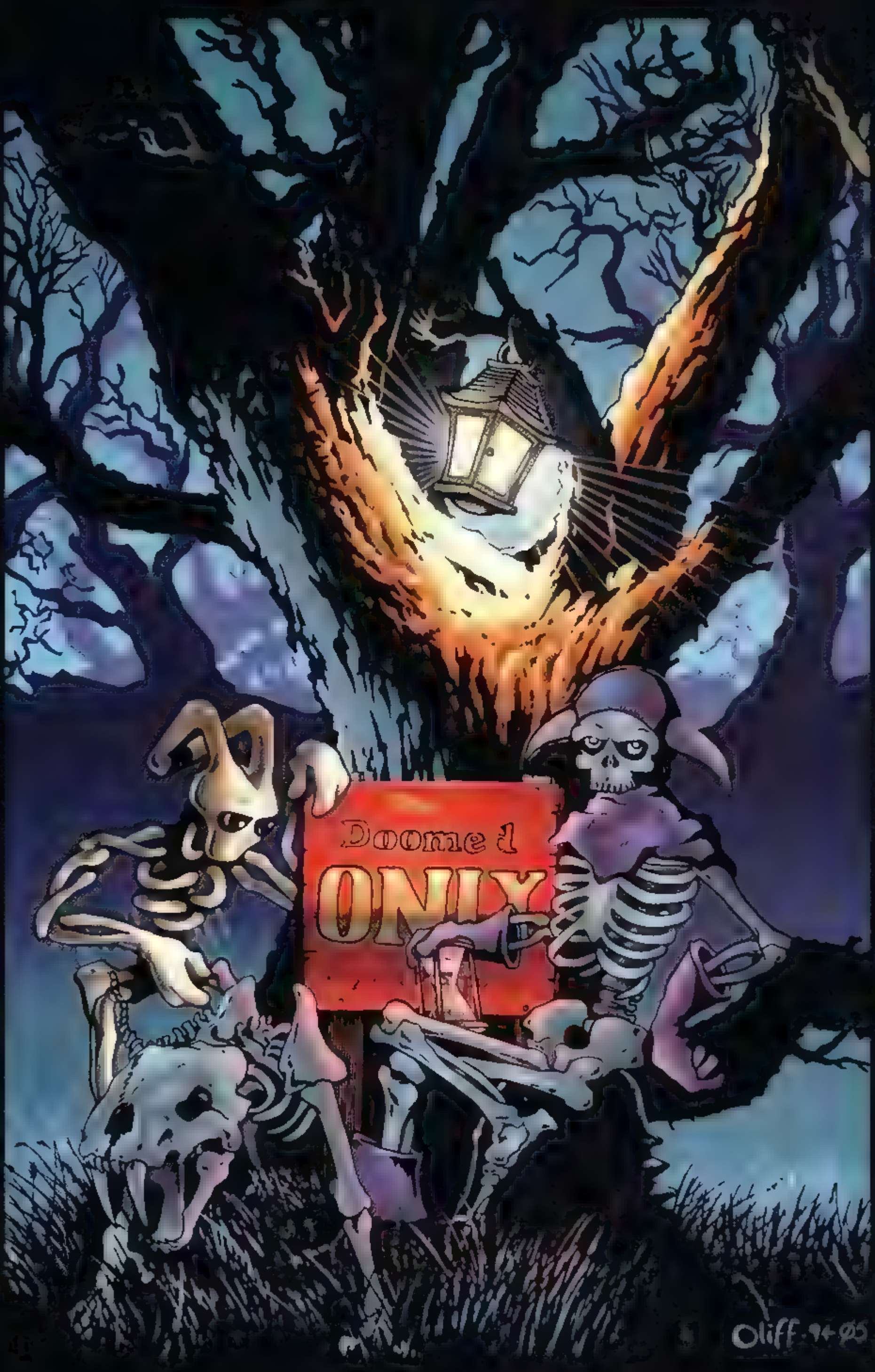
image

DON'T M

M YOUNGBLOOD ARE ™ AND © ROB LIEFELD 1994

image

ISS OUT!


Doomed
ONLY
Oliff '94 Ø5

INSIDE

IMAGE

Violator... Cool To Be Cruel!

SHADOWLINE'S NEW POSTERS

WILL BLOW YOUR MIND

on sale in MAY

PACT horizontal poster by Walter McDaniel
SHADOWHAWK vertical poster by Bill Sienkiewicz

INSIDE IMAGE

LETTER FROM THE EDITOR: P.2

EXPOSED:
- **VIOLATOR ARTICLE P.3-5**

TITLES FROM MAY 1994:
- **VIOLATOR #1 P.6**
- **NEWMEN #2 P.7**
- **GEN[13] #4 P.8**
- **CYBERFORCE #5 P.9**
- **FREAK FORCE #5 P. 10**
- **TEAM YOUNGBLOOD #9 P. 11**
- **SPAWN #22 P. 12**
- **BRIGADE #25 P. 13**

FAN ART P. 14-15

HOT SHOTS:
- **STEVE OLIFF P. 16**

Editor Tony Lobito
Asst Editor
Kelly Van Landingham
Art Director
Doug Griffith
Production
Kenny Fe x

Inside Image is published monthly by Image Com cs
P O Box 25468
Anaheim, CA 92825.

VIOLATOR™
is trademark and
copyright© 1994
Todd McFarlane
NEWMEN™
s trademark and
copyr ght©1994
Rob Liefe d
GEN[13]™
is trademark and
copyright©1994
WildStorm Productions
CYBERFORCE™
is trademark and
copyright© 1994
Top Cow Productions
FREAK FORCE™
s trademark and
copyr ght©1994 Erik
Larsen
TEAM YOUNGBLOOD™
is trademark and
copyright© 1994
Rob Liefeld
SPAWN™
s trademark and
copyr ght© 1994
Todd McFarlane
BRIGADE™
is trademark and
copyright©1994
Rob Liefeld

IMAGE™ logo is
copyright© and trade-
mark Image Comics 1994.

Cover Illustration: Created by Todd McFarlane; Pencils by Bart Sears; Inks by Mark Pennington; Colors by Steve Oliff

NOT ALL SOLICITATION ARTWORK ARE ACTUAL COVERS.

DOT YOUR i AND CROSS YOUR T'S...

Image

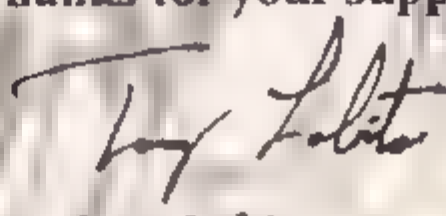
Hello Image Friends and Fans!

So, what's on the horizon for May? MAY!!?? Can it really be? You mean Image Comics is still here? You bet your booty and we're going strong! Here we are at *Stormwatch* #25...wait a minute. What about issues #10-24? Well, Image is doing a little time travel with Images of Tomorrow. Jim Lee's *Stormwatch* and Rob Liefeld's *Brigade*, *Bloodstrike* and *Supreme* are giving us a glimpse into the future with issues #25 far in advance. Jeff Mariotte from Homage Studios gives us the inside scoop, "Glimpses of a Dark Future", on page 2 of the flip-side.

Rumor has it that one very nasty little dude is demanding the spotlight. We all know him (and wish we didn't) as the *Violator*. Check out page 3 and find out "Why it's Cool to be Cruel."

Now, here's a challenge for you. This book is for you, the reader, and you probably have some very good ideas to make it *the best*. What do *you* think? Let us know. Address any suggestions/comments to "The Editor of Inside Image, P.O. Box 25468, Anaheim, CA 92825."

Thanks for your support!



Tony Lobito
Publisher/Editor

...A LETTER FROM OUR PUBLISHER

Violator

Why It's Cool to be Cruel

little guy can be quite persuading you know. From the letters that you the fans send us every month there seems to be enough support for the character to base a three issue mini-series on him.

to hire on the four guest writers for Spawn issues 8-11.

The first read through of Alan Moore's script for issue number eight signaled to us that we had found our man for the three issue mini-series.

levels contain therein. This was the perfect set-up for the mini-series.

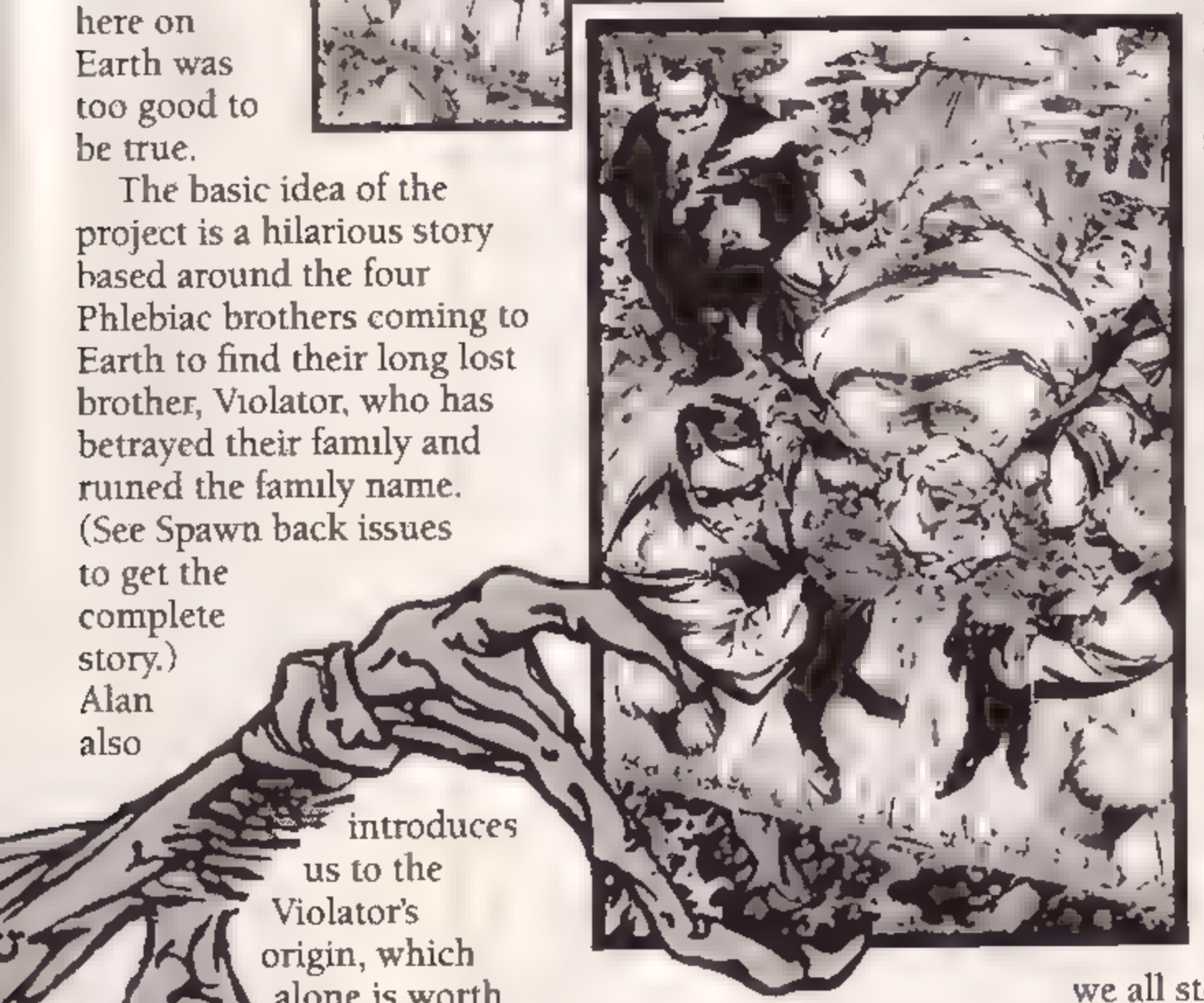
After the guest writer series concluded, Todd called Alan, spent an hour or so talking about prime ministers (and why

the question, so to speak. Alan agreed to step aboard as the writer and, at that point, Todd was to provide all artwork. Both guys had a great time working together and looked forward to working on this project

worry about doing a lot of research on the subject or getting exact facts correct about the goings-on around us, previous story arcs, etc. It was just a book about a guy from the afterlife and his trials and tribulations here on Earth. The Violator mini-series was going to be more of the same. Three issues based on a heart-ripping, stupidly funny looking creature acting out his violent tendencies here on Earth was too good to be true.

Sketch & Pencils by
Bart Sears

Inks by
Mark Pennington



The basic idea of the project is a hilarious story based around the four Phlebiac brothers coming to Earth to find their long lost brother, Violator, who has betrayed their family and ruined the family name. (See Spawn back issues to get the complete story.) Alan also introduces us to the Violator's origin, which alone is worth the price of admission, and to a new character, "the ultimate brutal gun-riding vigilante" called the Admonisher This guy makes all of the other vigilante-types you have seen before from the other companies look like Dan Quayle. Even Spawn shows up for a guest appearance in one of the issues. And yes, as I mentioned above, the story, while heavily laced with hard action, is very funny. Funny action. While in human form, the Violator is quite a happy, fun loving sort, until he gets upset and, seeing his brothers for the first time in a long time, becomes enraged. Big time.

So, right around the time that Alan's first script came in over the fax, Todd agreed with DC Comics to produce a Spawn/Batman cross-over. Knowing that he could not do both special projects, Bart Sears, who was hot off of Valiant's *Turok* series, was called in to take over the pencilling chores. To compliment Bart's very detailed, and I mean detailed, pencils we put out the call to Mark Pennington to handle the inks. Mark was working on Marvel's *X-Men* and doing a great job. The two guys partnered to work on a Violator promotional piece. When it arrived here at the office we all stood around it murmuring praise. These guys were going to knock us out. Around that time, Alan sent over thumbnail sketches for Bart to draw

from Alan has always been one of comics' great storytellers and from the look of his rough thumbs he could get a pencilling job at any major comic book company.

Here's how it works: Bart takes Alan's mini-pages one step further adding his detail to any and everything. Mark steps in and finishes off the process. Thomas Orzechowski, letterer extraordinaire then adds the sound effects and passes the pages on to Steve Oliff and the great crew at Olyoptics who color the series, just as they have every other Spawn project to date. So, when the first 24 page issue hits the stands (sometime in May), hopefully you will all be impressed with everyones efforts

Sketch & Pencils by
Bart Sears

Inks by
Mark Pennington

VIOLATOR #1 (MINI-SERIES)

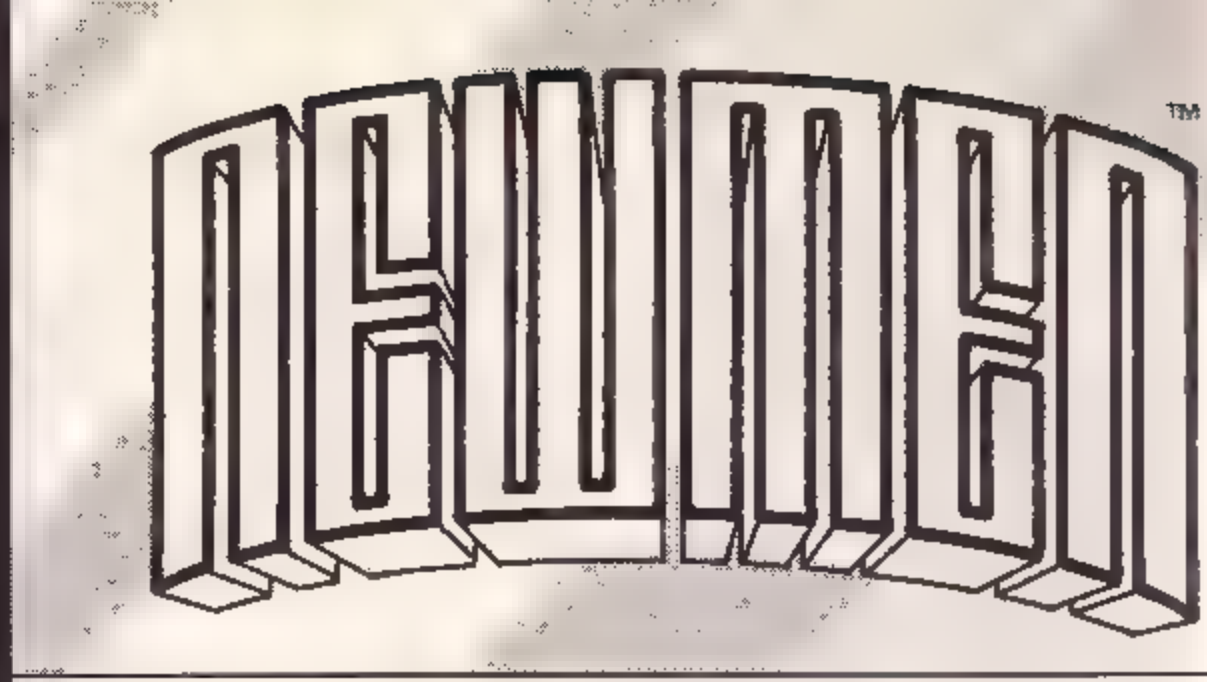
$1.95
Color.
Moore/Sears/Pennington

Finally Spawn's hideous arch-rival earns its own mini-series! Straight from the pages of Todd McFarlane's on-going Image book, Spawn, Violator begins his baptism of fire on Earth. Recently demonstrated in Spawn #4 and #5, the Violator finds out that the shoe can be put on the other foot as he becomes the one who is chased and stalked by his very own brothers. Stranded on Earth with no powers because of his failure to do the Dark One's bidding, he must now struggle to stay alive while trying to regain his heart stopping powers. Further issues will answer if he succeeds or not. First of three issues. Spawn will make an appearance in a later issue. Written by award-winning writer Alan Moore with pencils by Dave Sears and inks by Mark Pennington.

NEWMEN #2

$1.95
Color.
Eric Stephenson (S) and Jeff Matsuda(P)

Mayhem at the carnival as Image introduces the awe some power of the bounty hunter, Girth! The Newmen are taking some R&R when they come upon Girth, who is stalking another Nu Gene Positive character called Pastime! Cross over to the lighter side as Jeff Matsuda and Eric Stephenson continue the fun-filled adventures of the Newmen!

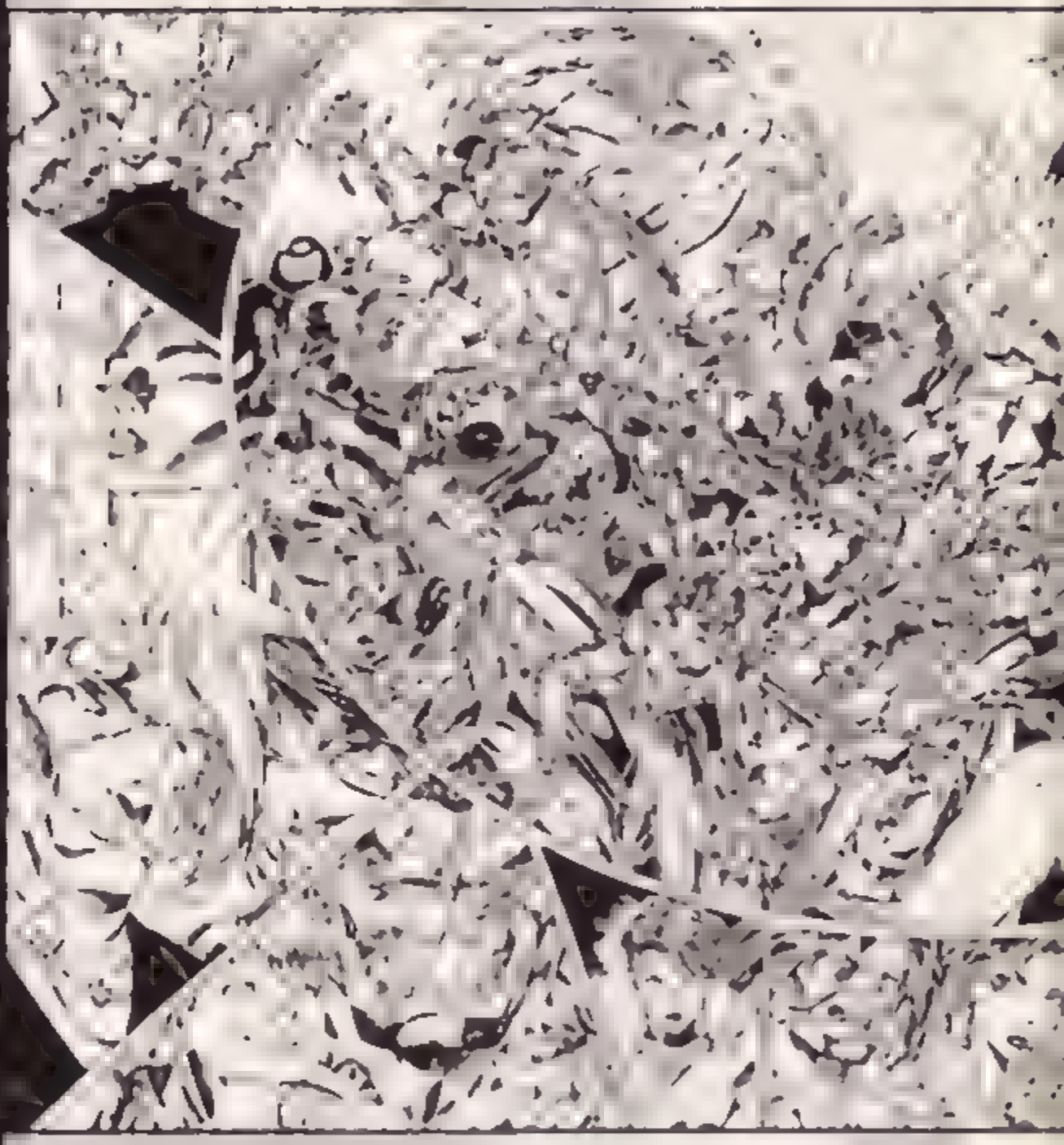


GEN 13 #4

$2.50
Color.
Lee/Choi/Campbell

The Gen[13] are caught in the middle of a three-way battle between Pitt, Jarvis Kemper and the Black Razors - and they're all fighting over who gets to take the spoiled rotten kids down! Will the Gen[13] survive their final issue? [illegible] The last of 4 special inserts is included with this issue. Collect all four from the mini-series and redeem them for the Limited Edition Ashcan of Gen[13] Zero.

GEN 13™



CYBERFORCE #5

$1.95
Color: E. Silvestri/ M. Silvestri/Chiodo

Tensions continue to mount as Ballistic wreaks havoc on Cyberdata and all of their affiliates. Cyberforce suddenly faces a dilemma because she is doing what they've wanted to do. But is she going too far? Stryker thinks so, and he plans to do something about it.

FREAK FORCE #6

$1.95
Color...
Larsen/Giffen/Bridges

Mighty Man's awe-inspiring origin! His shocking secret revealed! An origin so startling, so controversial that it defies imagination! Readers will be spontaneously combusting from coast to coast over this red hot issue!! They will just explode! Burst into flames! Be prepared it's going to be messy! All that plus the origin of Rapture! It's another dose of solid entertainment for the funnybook dollar. Highly recommended! Not to be missed! A sure fire hit! No joke!

TEAM YOUNGBLOOD #9

$1.95
Color
Rob Liefeld, Donny Miki, Kiko Taganashi, Eric Stephenson and Chap Yaep

ROB LIEFELD RETURNS TO IMAGE'S PREMIERE TITLE — YOUNGBLOOD!

In preparation and celebration of Youngblood's monumentous return to comics next month, Rob Liefeld jumps on board Team Youngblood with Donny Miki and Kiko Taganashi, splitting the creative chores with the regular team of Eric Stephenson and Chap Yaep to bring you the first exhilarating chapter in the return of Youngblood! All this and a stunning wraparound cover by Rob Liefeld for only a $1.95!

DON'T MISS OUT, THIS ONE IS SURE TO BLOW OFF THE SHELVES!

SPAWN #22

$1.95
Color
McFarlane

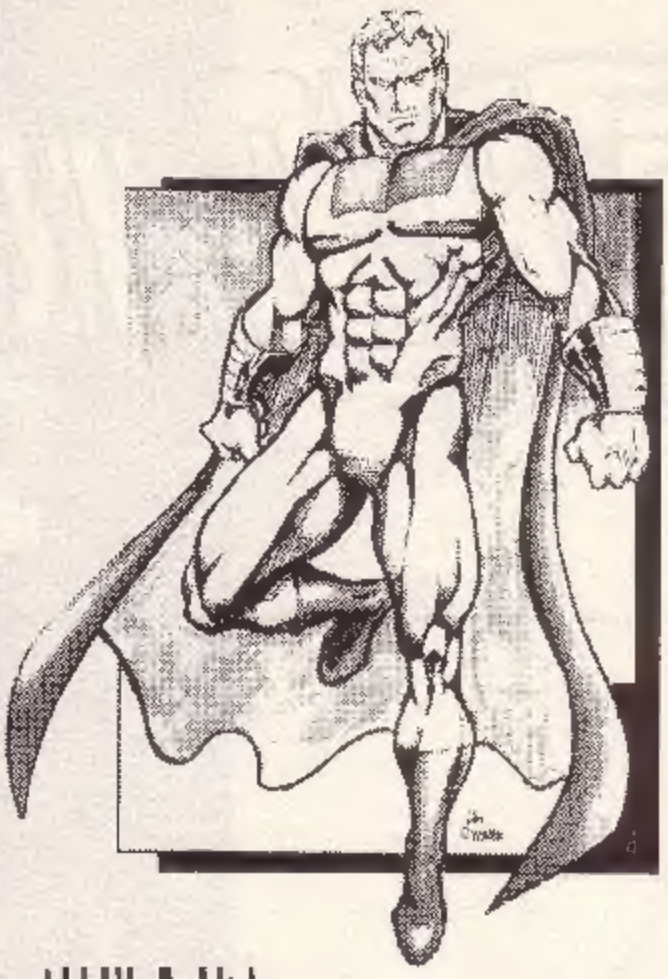
The continuation of the quest for Spawn in which Spawn confronts his best friend, Terry Fitzgerald, about the truth of who he really is, and a return appearance of the Mafia cyborg hit-man Overt-Kill last seen in Spawn issues 6 and 7. No weddings, no gimmicks, just another action-packed issue which promises to reveal more about Spawn and his destiny.

BRIGADE #25

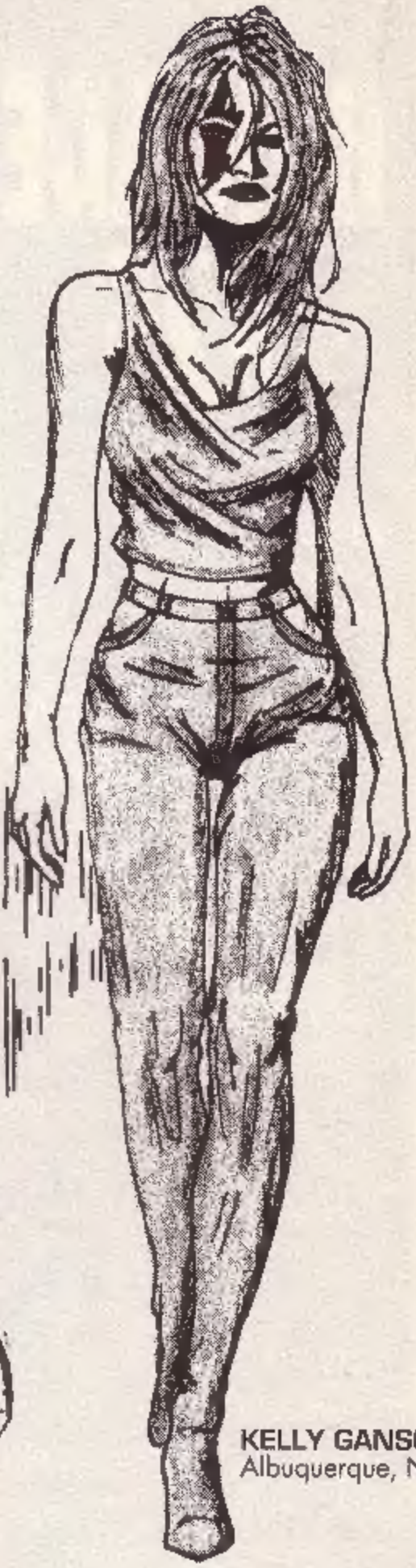
$1.95
Color.
Extreme Studios

IMAGES OF TOMORROW: Battlestone's loyalties are torn as he leads the Youngblood team against his former teammates Brigade. Coldsnap's transformation has reached a dangerous phase and he must remain in a specially designed containment unit to stay alive. This issue is part of Images of Tomorrow, where Image jumps ahead and shows revelations of things to come. Not a hoax, folks, the regular sequential numbering will return next month. Find out the secrets of where your favorite comic will be 15 months from now!

NOVAK



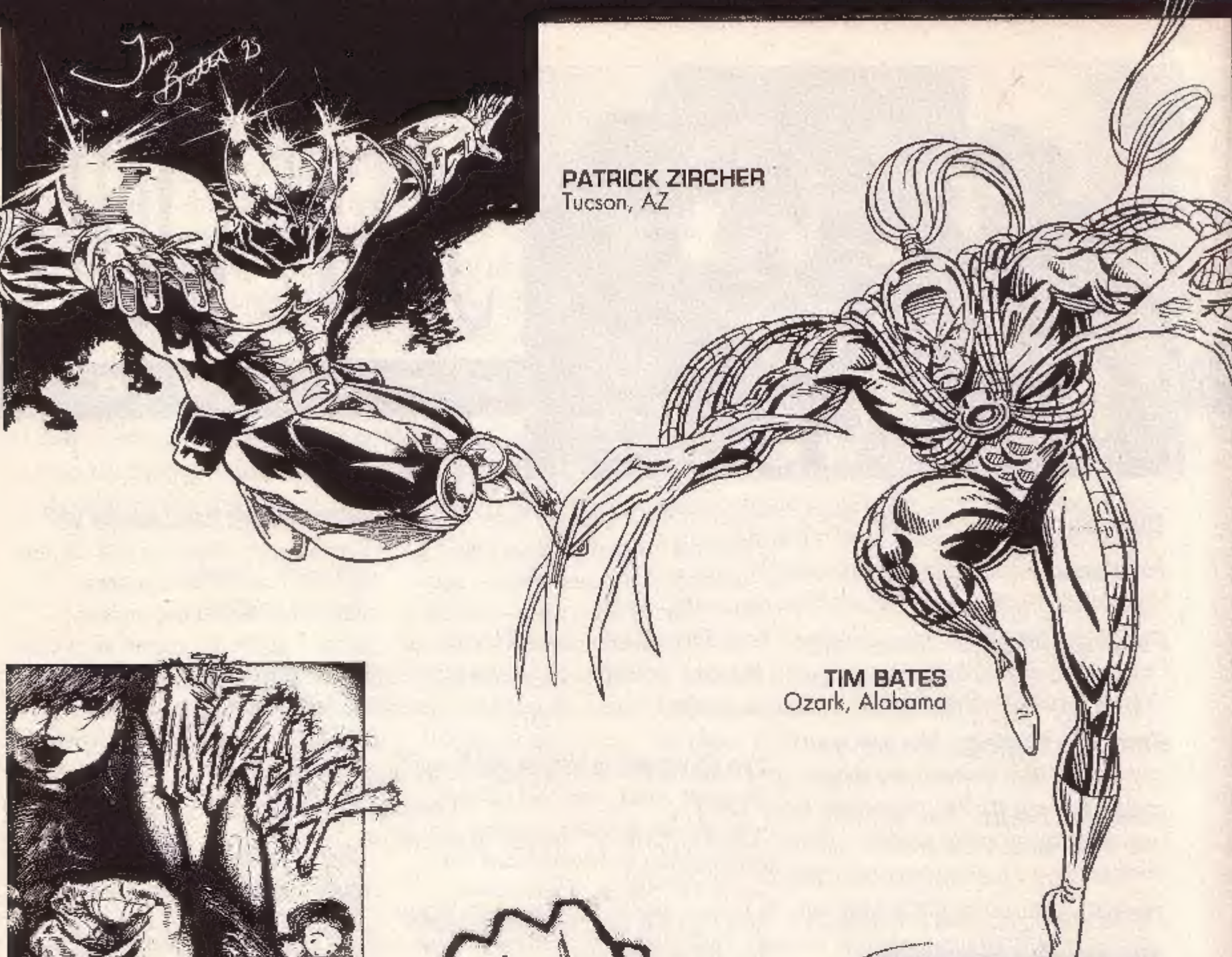
JIM NOVAK
Charlottesville, VA



KELLY GANSON
Albuquerque, NM

ANSLEM RICHARDSON
Tallahassee, FL

PATRICK ZIRCHER
Tucson, AZ



TIM BATES
Ozark, Alabama

MAURY McCOWN
Lake Jackson, TX

CAL D. STACH
Kelowna, B.C. Canada

STEVE OLIFF

HOTSHOTS

Birthdate: *February 20, 1954*

Hobbies: *Composing and recording music.*

Favorite Music: *Mine...and Pink Floyd, the Subdudes, the Who's "Quadrophenia"*

Famous Saying: *The better you draw, the better we color.*

Favorite Food: *Pot Stickers and Korean Barbeque (Yummm.)*

TV Show: *Northern Exposure*

BY KELLY VAN LANDINGHAM

Your work is receiving a lot of notice lately, Steve, but you've been around awhile. How long have you been in the coloring biz?

I've been coloring comics since 1978. I first went to New York to work with Howard Chaykin on "*The Stars My Destination*," and then I lucked into the full color "*Incredible Hulk Magazine*." My first assignment for Marvel was Bill Sinkeiwitz's first *Moon Knight* story. Since then I've worked for just about every major company.

Tell us a little about how you chose your career.

My career actually chose me. But, to be honest, when I was 13 my mother married an alcoholic who didn't like me much. So...to get away from them I wrote and drew all the time. I was sending stories in to Charlton (who were hot then with *Blue Beetle* and the *Question*.) Steve Ditko saw what I sent, thought I needed some guidance, and wrote me a 7-page letter which included a script from *Creepy*, a copy of *Witzend #4* and an Ayn Rand "*Textbook on Americanism*" pamphlet. That, plus a rejection notice from Dick Giordano calling me "a diamond in the rough" were all it took. And here I am.

How did you end up working with Image?

Through Todd. He had actually wanted me to color his work on *SpiderMan* at Marvel, but they were too cheap. Then, when Image came along, he called...and you know the rest.

Olyoptics is obviously staying busy. What books do you personally work on?

Spawn, *Akira*, the *Maxx*. I also did the Savage Dragon until Reuben Rude took it over. I personally colored *Youngblood #4* and the first *Strikefile* issues.

If you were a tree...no, just kidding. So, who IS Steve Oliff? You seem to have some kind of aura about you.

A mutant Redwood...no kidding. I'm a weird blend - part artist, part businessman, teacher, scientist, writer, musician, hometown philosopher. Ultimately, I'm an idea man who knows how to get things done.

Do you have a favorite comic?

Yes, actually a few. I like *Sin City*, *Shade*, *Grendel Tales*. I think if I didn't work on them I'd enjoy some of the books I color. You see, when you work on a book, you get bits and pieces and you never have the pleasure of sitting down to read it as a complete package. And, when I do read it, all I can see are our mistakes.

What is the best part about your job?

That's easy. Working with all the different artists and writers. Instead of being a competing artist, I get to be a part of a creative team that makes them look better. I've gotten to work with the best people in the business, and that's made my career lots of fun.

What do you think you'd be doing if you couldn't work with comics anymore?

Movies, advertising, or toy design.

Okay, here's that cliché question, Steve...what do you want to see happen in the next five years?

Five years from now I'd like to be three years into producing my TV show: The Magic Observatory, which is an interactive concept which explores the "Illusion of Life through the Art of Animation." But I also want Olyoptics to continue to be a leader in color separation.

How do you find new people to work at Olyoptics? Terry Fitzgerald told me that you go down to the beach and ask sleeping bums if they know anything about coloring. When they say, "Huh?" you hire them.

Terry wasn't supposed to tell you. That's the secret Spawn Crew. You ever wonder why *Spawn* looks a little different? Now you know. But for the other books, people just come. I've got a saying, "If you've got a job at Olyoptics, come by and see if it finds you." I'm just lucky the right people found their jobs here. I've got an outstanding staff.